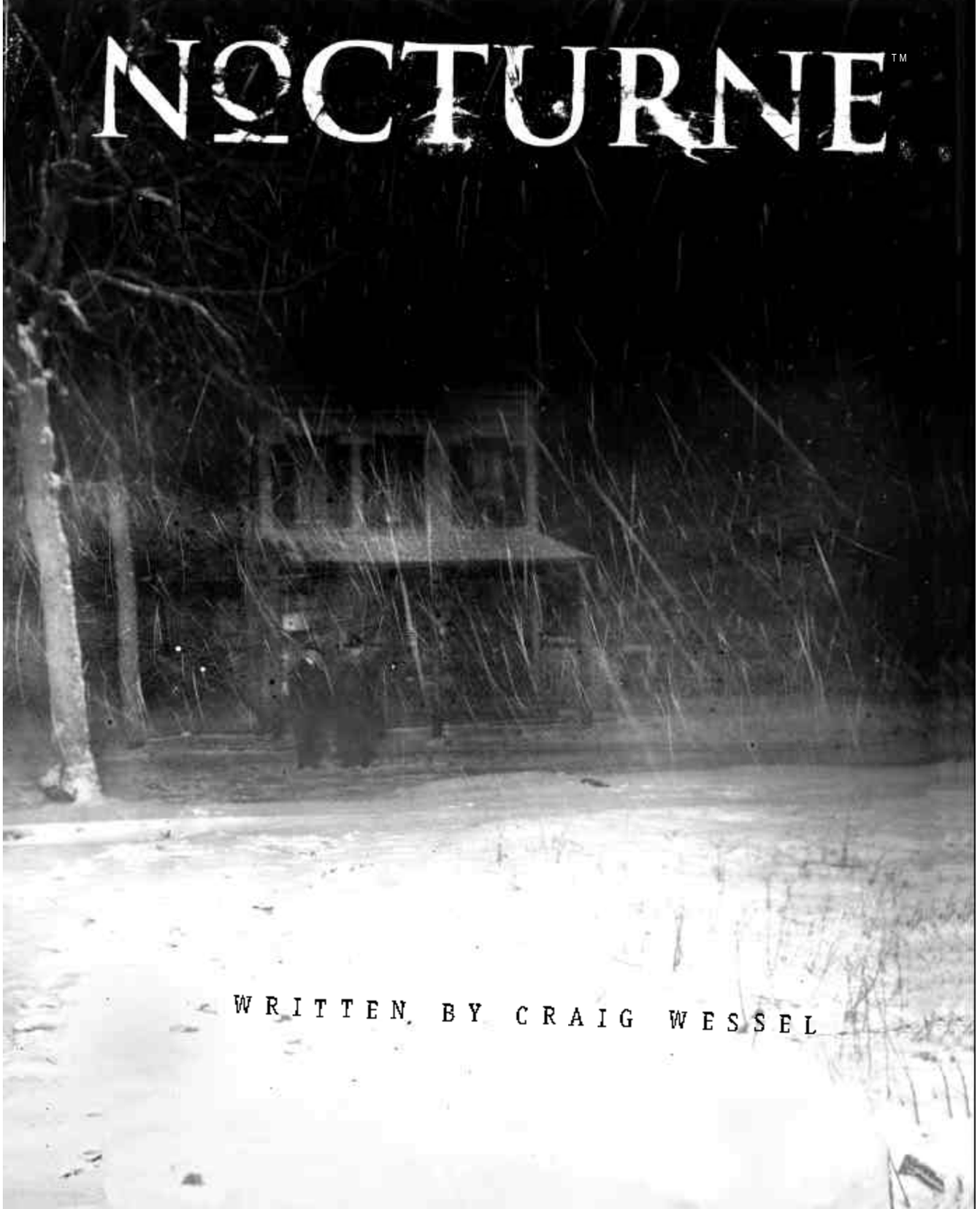
NOCTURNE™



WRITTEN BY CRAIG WESSEL

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Introduction

Agent 1: The world is a dark place.
Agent 2: Who will protect the world from darkness?
Agent 1: We will.
– Spookhouse code

Placing the player in the realm of classic 1930's pulp action adventures, Nocturne uses advanced technology to create a world of dark brooding shadows, suspense and terror. Gameplay takes the player through cinematic landscapes ranging from a small western town to the deepest bowels of hell. Real-time lighting casts shadows in which all imaginable evil lurks. The hero's coat flaps in the wind as he darts from danger to danger. Seamless character meshes draw the player into a world of utmost realism where he finds himself surrounded by dense, moving fog and the gleaming red eyes of the darkest monsters of myth and legend.

Cast in the role of The Stranger, a mysterious member of a top secret government organization referred to as Spookhouse, the player must defeat the forces of evil that threaten to overtake us all.

Introduction

Getting Started

Requirements

Windows 98, Windows NT 4.0, or Windows 2000

Pentium2, Celeron, Pentium3 or AMD Athlon CPU

64MB System RAM (96MB for 3D hardware acceleration)

Sound Blaster Live! for environmental audio effects

Matrox G200/G400, ATI Rage 128, or TnT/TnT2 for 3D hardware acceleration

500MB of free disk space

200MB of free virtual memory

Recommended System

Celeron, Pentium2, Pentium3, or Athlon processor at 400MHz or higher.

128MB RAM

Matrox G200/G400, TnT, TnT2, Rage 128, or Savage3D

1GB hard disk space

Sound Blaster Live!

Chapter One

Installation

1. Insert the CD-ROM marked Nocturne Disc 1 into your CD-ROM drive.
2. If Autorun is enabled for your CD-ROM drive, the CD will automatically bring up the Nocturne installation menu. Skip to step 4 if this is the case.
3. If Autorun is not active for your CD-ROM drive, you can install the game by clicking on the Windows START button, selecting RUN, and typing D:\setup.exe, where "D" is the letter of your CD-ROM drive. Alternately, you can open the Windows File Manager, find your CD-ROM drive, and double-click on SETUP.EXE in the CD's file menu.
4. From the Nocturne Installation menu, select INSTALL NOCTURNE to begin the installation process. Select your language preference, then follow the prompts to install the game.
5. There are three installation choices: TYPICAL, COMPACT, and CUSTOM.

TYPICAL: Program will be installed with the most common options. Recommended for most users.

COMPACT: Program will be installed with the minimum required options.

CUSTOM: You may choose the options you wish to install. Recommended for advanced users. Click on the settings you wish to install.

6. Direct X 6.1 is required to play Nocturne. If it is not installed on your system, select INSTALL DIRECT X 6.1 from the Nocturne Installation menu and follow the prompts to complete the installation. If DirectX 6.1 is already installed, skip to Step 7.

installation menu

7. Once the installation is complete, you will have the option to view the README.TXT file in the Nocturne directory. It is highly recommended that you read this file, since any changes that may have been made to the game since the printing of this manual will be detailed in this file.

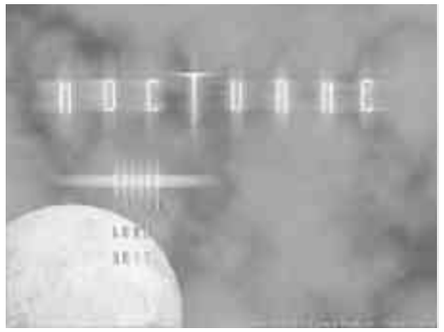
Starting the game

The installation program has placed a shortcut to Nocturne on your Windows Desktop. Double-click it to launch the game. Alternately, you can open the Windows START MENU and select PROGRAMS, then NOCTURNE. Click on the NOCTURNE icon in the next menu to launch the game.

Getting Started

The Main Menu

There are four choices you can make from the Main Menu: the Four Acts.



Main Menu

Start

Selecting START from the Main Menu gives you the option of playing any of the four Acts, or stories in Nocturne. It is not required that you play the Acts in sequence; each Act stands on its own as a separate story. However, the game's timeline progresses forward from 1927 in Act I, to 1935 in Act IV.

Chapter Two

Choose a story to play

Act I (Germany, 1927): Dark Reign of the Vampire King

The Stranger is sent to castle Gaustadt in Germany to investigate rumors of the Yathfoe-Gyoule stone, an ancient talisman said to render any vampire who holds it immune to those things that would normally kill vampires. His mission is to capture the stone and bring it back to Spookhouse for safekeeping. Against his wishes, the Stranger's partner for this mission is the half-vampire Svetlana Lupescu.

Act II (Texas, 1931): Tomb of the Underground God

The Stranger meets Hiram Mottra aboard a train headed for Redeye, Texas. Rumors of zombies and monsters in the small town have prompted the Spookhouse to send Scat Dazzle to Redeye. There he will rendezvous with Hiram and the Stranger and accompany them on the mission to find out if the dead truly walk in Redeye.

Act III (Chicago, 1933): Windy City Massacre

Al Capone has an iron grip on organized crime in 1933 Chicago, but there are rumors that he has begun using the services of Enric Loathring—a German scientist noted for his work in reanimating the dead—to resurrect his dead henchmen. The Stranger is to meet the informant, Vincenzo "Icepick" Gasparro, at Pier 59 in Chicago and stop Capone's plan.

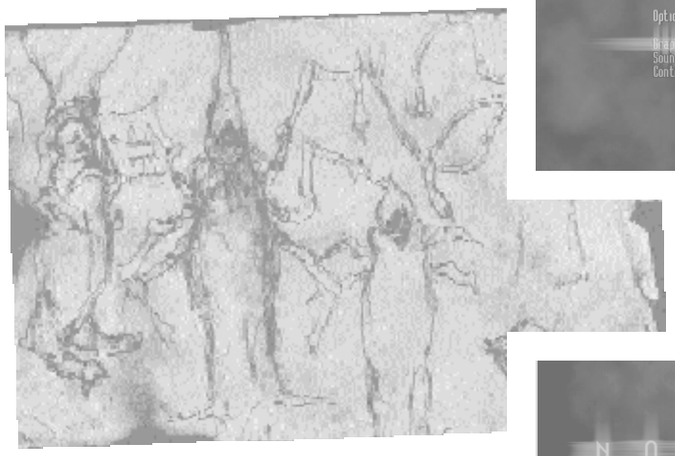
Act IV (France, 1935): The House on the Edge of Hell

Hamilton Killian, an ex-Spookhouse operative, has requested assistance in dealing with zombies and possible demon activity near his home in France. The Stranger is sent alone to work with Killian and assist him in clearing the area of evil influences.

Options

The Options menu allows you to tailor various game options to your system, and personal preferences. There are three choices here:

Options menu



Graphic Options menu

Graphic Options

Use this menu to set the games graphic options as shown below. Use the UP and DOWN ARROW keys to select an option, and the RIGHT and LEFT ARROW keys to cycle through the available options. Be careful with your settings in this menu. Setting everything to the highest settings can have a serious impact on how well Nocturne performs on your system. Experiment to find the settings that are best for your computer.

Resolution: Nocturne supports resolutions from 320x200 to 1280x1024. Cycle through the valid resolutions until you reach the one you want. Keep in mind that higher resolutions (above 640x480) must be rendered in 32-bit color and can cause a significant performance hit on some machines.

Flashlight Halo: The Stranger carries a light that can be used with any of his weapons. The halo, or light effect, of this device can be rendered in SIMPLE or COMPLEX detail or switched off altogether. Use SIMPLE detail unless you're certain that your computer can easily render the more performance-intensive COMPLEX detail level. The Halo setting will only affect performance when the light is used.

3D Hardware: This setting turns hardware rendering ON or OFF, allowing you to run the game in Software rendering mode if OFF is selected.

3D Card: Displays a list of 3D hardware found. Select from the list to use a particular card. If only one card appears, then you won't have the option of selecting another.

Bits per pixel: Select either 16 or 32-bit. 32-bit is the optimal setting.

Monitor calibration: This takes you through the monitor calibration process, which sets your monitor to display Nocturne as it was meant to be displayed for optimal game play. It's recommended that you begin with this set up, and then tailor it to your preferences if necessary.

Subtitles: This toggles the text of character conversations ON or OFF. This is purely a personal choice, as there is no performance difference with either setting.

Rating: Select MATURE or TEEN mode. Mature mode is an uncensored version of the game, while TEEN mode is intended for anyone who would be offended by Nocturne's blood and more adult-appropriate content.

Sound Options

Use this menu to set the game's sound options as shown below. Use the UP and DOWN ARROW keys to select an option, and the RIGHT and LEFT ARROW keys to cycle through the available options. In the Output settings below, higher values will sound better, but may impact performance on some computers. Experiment to find the settings that are best for your computer.

Sound Options menu

Sound: This setting is used to toggle game sound ON or OFF.

Sound Effects: Use the LEFT and RIGHT arrow keys to increase or decrease sound effects volume.

Dialog: Use the LEFT and RIGHT arrow keys to increase or decrease character dialog volume.

Menu Music Vol: Use the LEFT and RIGHT arrow keys to increase or decrease music volume.

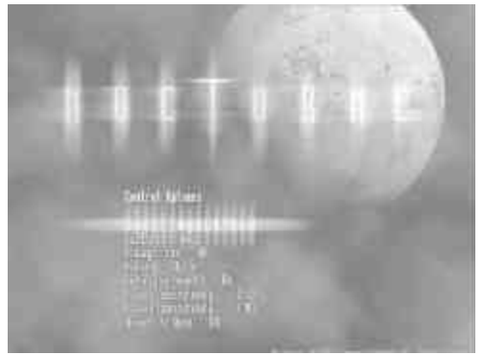
Output rate: In most cases, this will automatically be set by the installation program. However, you can use the LEFT and RIGHT arrows to change the output rate for all sounds.

Output quality: Use the LEFT and RIGHT arrow keys to toggle this setting between 8 and 16-bit sound.

Output type: For most computers, this will be auto-set to STEREO. Use the LEFT and RIGHT arrow keys to toggle between this mode and MONO.

Device: Select this setting and push ENTER to bring up a list of available sound devices. Select the device on your system first, but if you need to, you can select the WavOutWrite software driver that is included in Nocturne.

Control Options



Control Options menu

Use this menu to set Nocturne's controls as shown below. Use the UP and DOWN ARROW keys to select an option, and the RIGHT and LEFT ARROW keys to cycle through the available options.Control: Use the LEFT and RIGHT arrow keys to cycle between KEYBOARD, KEYBOARD/MOUSE, and GAMEPAD control.Customize Keys: Use this menu to customize your key settings, or restore the default settings.

Default key settings: Restores the default key settings.

Edit key settings: Selecting this option brings up a screen that allows you to set up the keys to suit your preferences. Use the UP and DOWN arrow keys to highlight a function, then press ENTER and the key you want that function bound to. Repeat until you have assigned all the keys you need.

Always run: Use the LEFT and RIGHT arrow keys to force the Stranger to always run, or to turn this option off.

Aiming: There are two options here:

Auto: In this mode, the Stranger's weapons will automatically track the nearest target. If using his pistols, you'll be able to fire upon two different targets (one from each pistol) in this mode.

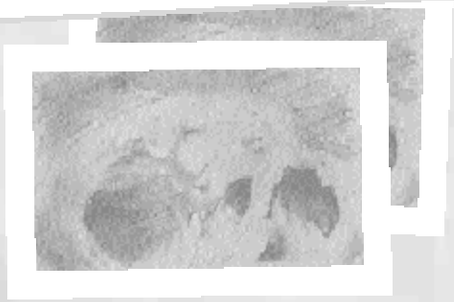
Manual: If you select this mode, all targeting is under your control. Note that you will only be able to target one monster at a time in this mode.

Auto use health: The recommended setting for this option is YES, which allows the Stranger to automatically use any Health he has when wounded. Setting this option to NO will require you to cycle through the inventory and use Health manually.

Invert Mouse Y Axis: Select YES for this option if you prefer a "jet fighter" control feel for your mouse (i.e. push mouse forward to look down, and pull mouse back to look up). If not, then select NO.

Mouse X-axis sensitivity: To increase your mouse's side-to-side sensitivity or reaction speed, highlight this option and press ENTER. Use the LEFT and RIGHT arrow keys to set the sensitivity to the desired level, then press ENTER again.

Mouse Y-axis sensitivity: To increase your mouse's up-and-down sensitivity or reaction speed, highlight this option and press ENTER. Use the LEFT and RIGHT arrow keys to set the sensitivity to the desired level, then press ENTER again.



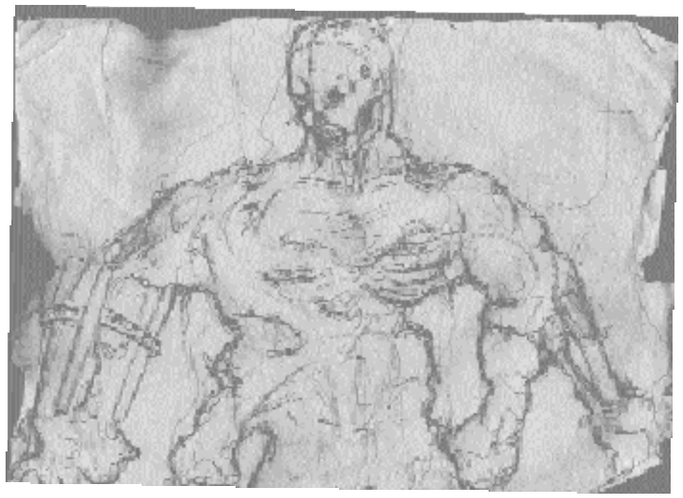
Load

Loading a game is very straightforward. Select the LOAD option from the Main Menu, and you'll bring up the SELECT FILE TO LOAD screen.

Load Game dialog

Select file to load

The available saved games in your Nocturne directory will appear in this list. Use the UP and DOWN arrow keys to highlight one, and press ENTER to load that game.



Quit

Select this option when you're ready to quit playing Nocturne (or, you're too scared to go on). You will be taken directly back to the operating system.

Hotkeys

When playing Nocturne, there are several keys that are already configured to perform various functions. These are not user-definable in the Options menu.

F1 - F12

The F1-F12 keys at the top of your keyboard will perform the following functions:

Key	Function
F1	Display list of controls
F2	Save game
F3	Restore game
F5	Toggle sound
F6	Quick save
F9	Quick load
F11	Brighten Screen (Gamma Settings)
F12	Darken Screen (Gamma Settings)
ESC	Pause

The **ESC** key brings up the following menu:

in-game menu accessed by "ESC"

Quit: Ends the current game and returns you to the Main Menu.

Options: Takes you to the OPTIONS menu and allows you to make changes to GRAPHICS, SOUND, and CONTROL settings without leaving the current game.

Save game: Saves the current game. Type a name for the game in the space provided, and press ENTER to save it.

Return to game: Takes the game out of pause mode.

Skip Cinematic: Use this option to skip a cinematic before it's over. Useful when you are replaying an area you've already visited.

Weapon keys (1-5)

The final key settings are those that are bound to the Stranger's weapons. There are five weapon types available to the Stranger, and the following keys are used to select them:

Key	Weapon Type
1	Pistol weapons
2	Assault weapons
3	Flame weapons
4	Grenade weapons
5	Melee weapons

For more detail on weapons, see the GEAR section later in this manual.

Gear

Throughout the four Acts, the Stranger will be able to use various items, including five weapon types, various health restoratives, keys, and other valuable items. The Stranger will find items that can be used directly (such as weapons and health), or items that must be used on something else (such as keys or ammo for weapons).

Weapons

The Stranger's weapons are grouped into five categories that are accessed by the weapons keys (1-5) on your keyboard. When you select a weapon category, use the NEXT WEAPON key (default key is =) to cycle through the available weapons in that category. If you are currently out of ammunition for a weapon, it will appear in the list, but won't be available until you have ammo for it.

Many of the weapons the Stranger can wield are intended for specific monsters, so it's important that you use the right weapon for the job.

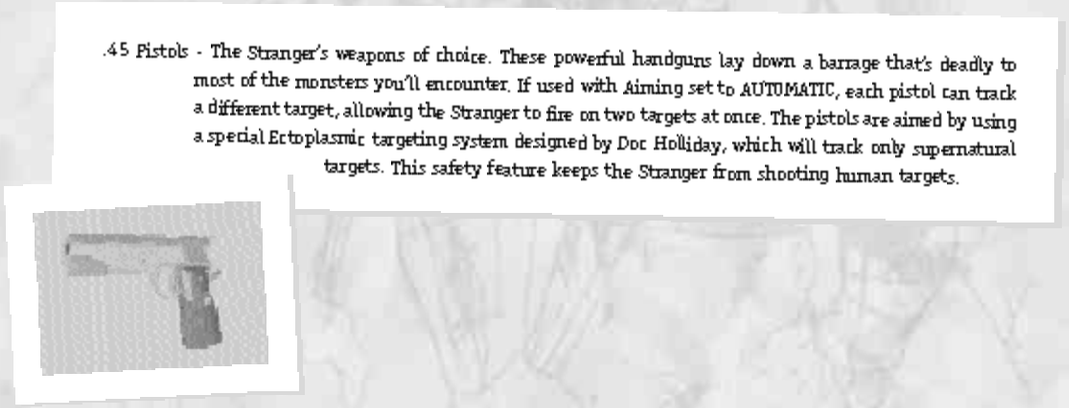
Loading/selecting ammo

Each weapon may have more than one type of ammunition that can be loaded into it. As an example, the .45 pistols can be loaded with Silver bullets or regular .45 bullets. Use the LOAD AMMO key (default key is `) to toggle between the types of ammunition you are carrying.

Chapter Three

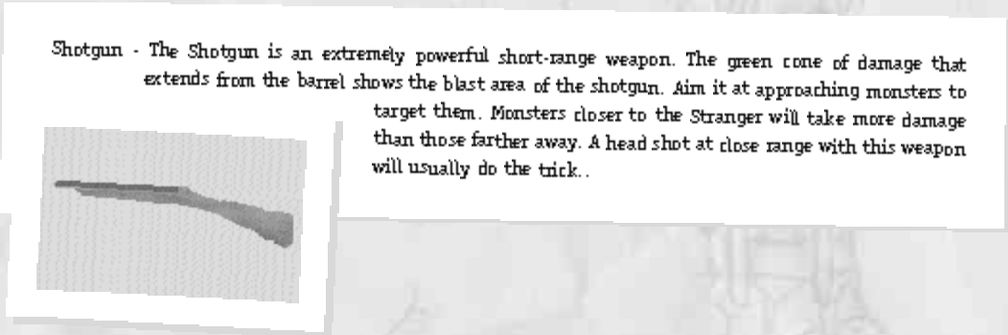
Pistol Weapons

Pistol weapons are held in each of the Stranger's hands and can be fired separately at targets. The only pistol weapons in Nocturne are the .45 Pistols.


.45 Pistols - The Stranger's weapons of choice. These powerful handguns lay down a barrage that's deadly to most of the monsters you'll encounter. If used with Aiming set to AUTOMATIC, each pistol can track a different target, allowing the Stranger to fire on two targets at once. The pistols are aimed by using a special Ectoplasmic targeting system designed by Doc Holliday, which will track only supernatural targets. This safety feature keeps the Stranger from shooting human targets.

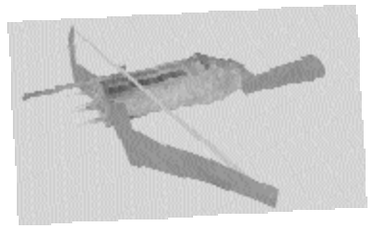
Assault Weapons

Assault weapons pack more punch than the Stranger's twin .45's. The Shotgun and Tommygun will thin a crowd of monsters quickly, while the Crossbow and Elephant gun are the ultimate tools for dropping vampires and tough targets respectively. Assault weapons require the Stranger to use both hands to fire them, and can only be aimed at one target at a time.


Shotgun - The Shotgun is an extremely powerful short-range weapon. The green cone of damage that extends from the barrel shows the blast area of the shotgun. Aim it at approaching monsters to target them. Monsters closer to the Stranger will take more damage than those farther away. A head shot at close range with this weapon will usually do the trick..

Thompson sub-machine gun (aka Tommygun) - Preferred weapon of Al Capone's mob. This rapid-fire machine gun will perforate a target in short order, and is the ultimate tool for clearing a room full of unwelcome guests.

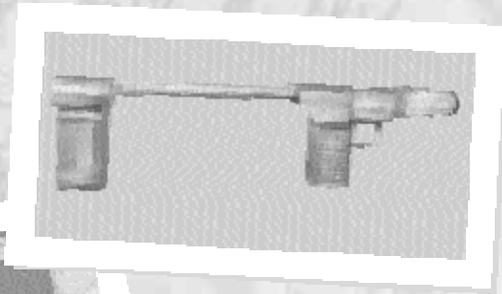
Crossbow - The Crossbow is especially designed to kill vampires. It fires wooden bolts in a gattling gun configuration, which makes it a perfect tool for the job. One shot to the heart with this weapon will drop most blood-suckers to the dirt.



Elephant gun - This powerful rifle is designed to fire a high-caliber slug at the target. One shot from the Elephant gun is powerful enough to blast limbs from monsters, which enables the Stranger to incapacitate even the most powerful of foes.

Flame Weapons

Flame weapons allow the Stranger to incinerate monsters. These weapons will continue to damage targets after initial contact, eventually destroying them. Fuel for Flame weapons is difficult to find, so use them sparingly. Some monsters can only be killed by using these weapons, so save fuel for them.



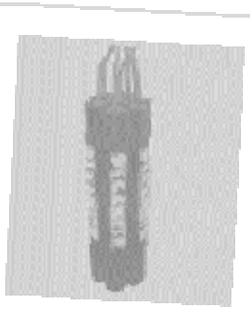
Flamethrower - The Flamethrower fires a stream of a gasoline mixture that is ignited by a flame near the end of the barrel. This liquid stream of fire coats targets and inflicts massive burning damage. It can be used on multiple targets, making it extremely useful for clearing crowded areas.

Gear

Grenade Weapons

Grenade weapons are the Stranger's weapons of mass destruction. The powerful blasts from this category of weapons will obliterate anything unfortunate enough to be too close to the detonation point, including the Stranger, if you're not careful.

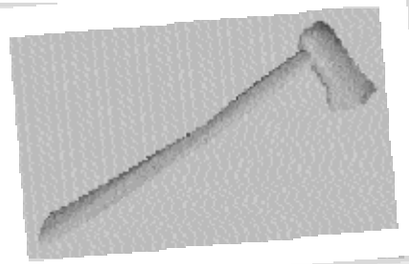
Dynamite - Good old-fashioned blasting sticks. When you light the fuse, the Stranger only has a few seconds to toss the dynamite away from him. Hold down the ACTION, or fire key, and you'll see an aiming arc that lengthens as you continue to hold it down. When it reaches the area you want to hit, release it, and the Stranger will throw it. Don't hold it too long, or throw it too close, or you'll completely erase the Stranger when the dynamite blows up in his hand.



Melee Weapons

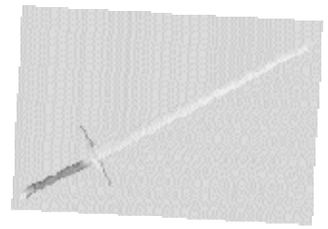
The final weapon category is melee, or hand-to-hand weapons. These are the Stranger's last resort, but that doesn't make them useless. Melee weapons can be used to break down doors and perform other tasks, in addition to killing monstersmonsters.

Axe - This is a very basic weapon that can still have a decent effect on some monsters, such as Zombies. With proper aim, the Stranger can lop arms, heads, or other body parts from attackers. However, because of the short range of an axe, use it as a weapon only out of desperation. Use it as a tool first, and as a weapon second.

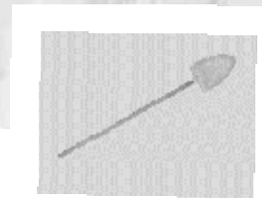


Chapter Three

Bladed Weapon - A fierce-looking bladed weapon good for slashing monsters and chopping off limbs in the process.



Holy Relic - A bladed relic of holy design. Powerful against undead, such as Vampires.



Shovel - More useful as a weapon than a digging tool, but it's not very useful as a weapon. The only advantage it has over an axe is its reach, which will keep Zombies at bay longer.

Wooden stake - Typically used for killing vampires. Getting close enough to use this takes serious nerve.

Ammunition

Some of the Stranger's weapons require ammunition to work, and many of these weapons can be loaded with different types of ammunition.

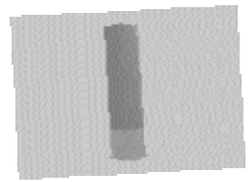
Bullets - Ammunition for the Stranger's pistols. Although normal .45 bullets are most common, the pistols can also be loaded with the following:

Silver Bullets - Effective against Werewolves.

Mercury bullets - Special bullets for killing demons.

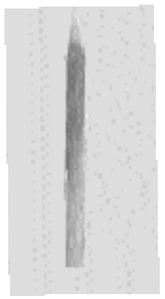
Aqua Vampira Bullets - Special bullets that are highly lethal against Vampires.

Shells - Ammunition for the shotgun.

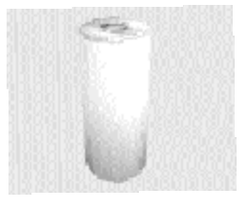


Fuel - Gas for use in the flamethrower.

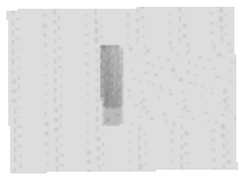
Crossbow bolts - Wooden bolts used for crossbow ammunition.



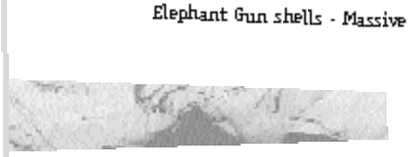
Blessed Crossbow Bolts - Wooden stakes carved with holy symbols.



Tommy Gun Drum - Ammunition for a Tommygun.



Elephant Gun shells - Massive shells for a massive gun.



Inventory

In addition to his weapon, the Stranger can carry various items in the pockets of his overcoat. These are accessed by cycling through the inventory (default [and] keys). Once you've selected the item to use, press the ACTION key or button to use it.

Gear

Health

The Stranger won't survive long without medical attention. Health can be used from the inventory like any other item, or it can be set to be AUTO USED from the OPTIONS menu. There are two types of health restoratives the Stranger can use:

Doctor bag - Each doctor bag contains various bandages and other healing items that will restore the Stranger's health when used.

Liquor - A good stiff drink will restore a measure of health, but won't have nearly the effect of more serious medical attention.

Keys

The Stranger will encounter many locked doors in his travels, and the only way to open them is to use a key of some sort. In most cases, these are simple door keys, but keys can also be artifacts, buttons, levers, or switches. It is very rare that you'll find a locked door that can't be opened in some manner. If you have the key that opens a door in your inventory, the locked door will open when you push the ACTION button near the door.

Lantern (special)

The Stranger can attach a light, or lantern to his weapons, enabling him to see in even the darkest surroundings. To use it, press the FLASHLIGHT key. Press the key again to turn it off. The lantern is only as strong as its batteries, which will lose power the longer the light is on. Once the lantern battery is completely drained, it will have to recharge before it can be used again.

Actions

The ACTION key (default SPACE bar) is the primary method of interacting with the world of Nocturne. With this key, and a few others, you can easily (perform the crucial functions the Stranger will need in his travels.) Following are instructions for performing various actions, as you explore the four Acts in Nocturne.

Drawing/holstering weapons

Select a weapon by pressing one of the weapon category keys (1-5) and using the NEXT WEAPON key (default = key) to make your selection.

Use the **E** key, or the key you've bound in its place, to draw the currently selected weapon. Press the key again to holster the weapon. The Stranger won't be able to perform other actions (search, activate, climb) while weapons are drawn.

Picking up / carrying items

To pick up an item, the Stranger must be facing it. Once you are in position, holster any weapons you have drawn, then press the ACTION key to pick up the object. Until you press the ACTION key again, the Stranger will carry the item unless it belongs in his inventory. Inventory items are automatically stored in the Stranger's overcoat.

Actions

Throwing items

If the item is small enough to throw, such as a severed body part from a dead monster, or a grenade weapon such as dynamite, you will be able to throw it at a target point. Pick up the object using the ACTION key, then hold down the ACTION key until the throwing arc reaches your desired target. Release ACTION to complete the throw.

Searching / activating

As with picking up items, the Stranger must be facing whatever you want to search or activate. Press the ACTION key to search a container or shelf, or activate a button, lever, or other switch. This also applies to opening doors; if you need to move something, use the ACTION key.

Climbing ladders

The Stranger can climb ladders with ease. To climb up, face the base of the ladder and push ACTION. The Stranger will grab the ladder.

If you're at the top of a ladder, the Stranger will automatically climb down. Just face the ladder and push ACTION, and he'll orient himself to climb down..

Chapter Four

Jumping

The Stranger can perform both standing jumps and running jumps (used to clear pits and other obstacles). To perform a running jump, run forward and push JUMP at the last second.

Seeing in the Dark

Gun-Mounted Lantern

Many of the areas you'll explore are very dark. The Stranger automatically mounts a special lantern to any gun he has currently drawn.

The lantern is switched on and off by ressing the LIGHT key. (F in keyboard/gamepad de, Q in mouse mode).

Use the lantern sparingly. When it's on, it severely drains the portable battery that powers it. Current battery level is indicated by an icon on the lower left screen.

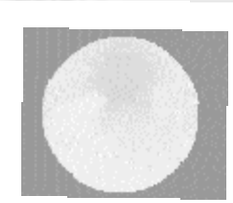
When the lantern is switched off, the battery will slowly recharge.

Holstering a weapon will automatically switch off the lantern to conserve power.

Nightvision

The lantern isn't always the best choice, since it pinpoints the Stranger's location to any monsters in the area. The Stranger is field testing a prototype Nightvision system developed by chief Spookhouse scientist, Doc Holliday.

Nightvision is toggled on and off by pressing the NIGHTVISION key. (N in all modes) When on, the screen shifts to the Stranger's "enhanced" point-of-view.



Actions

To look around while Nightvision is on, the Stranger must have his weapon(s) drawn.

Nightvision aids in navigating and targeting evil creatures in very dark areas.

Using Nightvision in well-lit areas will produce a visual “burnout,” effectively blinding the Stranger.

Due to the pre-video technology Doc has developed, static and interference are common when playing in Nightvision mode. Very near objects will tend to “break up.”

Quick Tips

When changing controls, go to the bottom of the control configuration menu, and select "Restore Defaults" to change to the default settings.

Keep health items such as a doctor's bag or bottle of scotch ready by pre-selecting them with the [and] key. To restore your health, press ENTER. This will raise the window to verify that you mean to use the item. Press ENTER again to use the item.

It's recommended that you enable "Auto Use Health" from the control options menu (default is ON).

If you find Nocturne too easy, turn off "Auto Aim" mode from the controls menu.

Sometimes you just need to run like hell away from monsters. Especially if you're low on ammo.

Picking up extra weapons from dead monsters (such as Tommy guns from Capone's thugs) will give you extra ammo.

Use F11 and F12 to adjust gamma if the game is too bright or too dark.

Use the monitor calibration from the graphics options menu to adjust your brightness or the contrast of your display to the optimal settings

The Spookhouse

History

In 1902, Theodore Roosevelt created a corps of Special Agents that conducted its operations outside the public eye. It answered only to the Executive office. Unnamed and unacknowledged, Roosevelt formed the branch to investigate crimes and potentially harmful phenomena involving the supernatural.

Roosevelt had spent considerable time before and during his presidency in the Caribbean, Latin America, and other spots around the world. From his experiences, he absolutely recognized (though never publicly decreed) the existence of paranormal forces and creatures in the world. He recognized the growing presence, and possible threat, of such creatures in the United States.

Roosevelt hand-picked scholars of the arcane, outcast scientists, shaman, witches, and monster hunters from all over the U.S. and its territories. They also summoned a carefully selected list of vampires, monsters, and other less well-defined beings to serve their country. Those who came forward were granted clemency, while those who refused were branded traitors and felons, and in keeping with Roosevelt's “Big Stick” policy, were designated the first targets of the new agency, which was referred to by the President as “The Spookhouse.”

Spookhouse Events

1898 – Theodore Roosevelt killed a werewolf in Cuba during the Spanish-American War.

1902 – Spookhouse founded by Theodore Roosevelt.

1903 – Colonel Hapscomb joined Spookhouse.

1905 – Hamilton Killian joined Spookhouse.

1915 – Hiram Mottra joined Spookhouse.

1915 - Spookhouse goes international. Gabriella Augustini joined Spookhouse.

1920 – Doc Holliday joined Spookhouse.

1921 – Kariker Thompson joined Spookhouse. Nepalese Demon Horucide project. Rogan Parthaswanu joined Spookhouse. Moloch, the demon operative, joined Spookhouse. Khen Rigzin, the Tibetan monk, joined Spookhouse.

1922 – Hamilton Killian retired semi-voluntarily.

1923 – Stranger joined Spookhouse.

1924 – Svetlana joined Spookhouse. Sammy "Haystack" Kayo joined Spookhouse.

1924 – Hökkendire werewolf Horucide project.

1926 – Scat Dazzle joined Spookhouse.

Members / operatives

The Stranger

In 1923, Spookhouse accepted (under still-classified circumstances) the enlistment of a mysterious man without identity or history. The man rose almost immediately through the loose ranks of the officially nonexistent agency. He is considered one of the most valuable Spookhouse operatives. Though certainly not superhuman, the man's prowess inspires an excess of whispered rumors. But those rumors remain in the realm of speculation.

It is rumored that long ago, a secret clan of disenfranchised priests and other occultists formed a plan to combat the evil in the world. The plan involved a child. For many years, they searched for the right child, and eventually found the one they sought. Stealing the child from his parents, and erasing any trace of his background, the brotherhood disappeared. Twenty years later, a legend arose among the tight-lipped circle of monster hunters (and monsters as well). It was said that a force of nature shaped like a man was slipping through the shadows of netherworld haunts and feeding grounds, killing fiends of all types. He was reputed to be unstoppable, silent, and utterly efficient; a new predator of predators.

It is never spoken of, especially within earshot of the Stranger, but Spookhouse believes that he is this legendary monster hunter. He rose quickly through the ranks of the organization, and no one questions his abilities. No one knows where he came from, or what his real name is, nor do they know what he truly lives for. But for now, he's content to kill monsters with them, and he is very, very good at it. Unflappable, and unmovable, the Stranger is expressionless and stoic. His deep, rough voice is quiet and reserved, and he speaks only when necessary.

Elspeth "Doc" Holliday

Professor Elspeth Holliday is an undisputed genius in the fields of applied science and mechanical engineering. Many of her more conservative colleagues have branded her a dangerous, radical eccentric. She insists on testing her own fantastic inventions in the field. Doc Holliday asserts that she hasn't the time for rigorous laboratory testing. Some whisper that she can't stand still long enough. Doc Holiday is a scientist, an adventurer, a monster-hunter.

Elspeth Holliday became Doc Holliday at the precocious age of 22, having gained PhDs in Applied Sciences, Mechanical Engineering, and Paranormal Psychology from Miskatonic University. She began college at the age of 16 and satisfied much of her coursework in the field. She was recruited as an active member of Spookhouse when she was 19. Now, at the age of 26, she has led and assisted Spookhouse teams for two years. To her superiors' consternation, however, she still often conducts field research alone.

She concentrates on accomplishing her objectives with such narrow focus that she tends to neglect social conventions and niceties. She expects and requires a great deal from herself and others, and is not particularly charitable to weakness.

Full of spunk and confrontational, Doc will not put up with anyone skeptical of her abilities. Her pride and capabilities are evenly matched at their elevated levels. She can be brash of speech, and her voice combines smooth sexiness with cold, commanding force.

Hiram Mottra

Hiram's service to Spookhouse consists mainly of research and documentation. Occasionally, he is called upon to go into the field in a combat capacity, but his nervous nature and considerable bulk make him ill-equipped as a soldier. To compensate, he tends to carry an assortment of silver, wood, and mercury weapons so that he can handle confrontations with practically any supernatural creature. His education included a small amount of medical training, so his services as a medic are sometimes employed.

He reportedly possesses the ability to use an unproven extra sense that allows him to "feel" aggressive thoughts directed at him. Some think this "sixth sense" is actually just paranoia, but more often than not, his feelings prove true. Speaking in hushed, frightened tones, Hiram seems almost always on the edge of fright.

Colonel Cedric Feldspar Hapscomb

Colonel Hapscomb was one of the last Great White Hunters of India in the waning days of Britannia's rule. Originally a military officer stationed in Bombay, he was sickened by the injustices perpetrated on the native people by his army and the Indian government. He spent any off-duty time comforting the downtrodden. At the end of a particularly brutal occupational campaign, he was badly wounded and captured by rebellious Thuggees. As repayment for the kindness he had shown to the children of India, the Thuggees revived him from a wound that should have been fatal, and treated him as one of their own.

As he spent time in their company, Colonel Hapscomb learned the mysterious ways of his benefactors and the exotic wilds of India. When Colonel Hapscomb finally reemerged from the dark underworld, he was a changed man. Listed as deceased in the British rulebooks, he found himself free to pursue his true passion: the hunt.

He led many safaris into the Indian bush, and his reputation as a good man and a great hunter spread among the natives. The great cities, however, were encroaching on the wide-open wild that he loved, and he was growing bored. He had tracked and bagged all the great beasts on the continent. He turned his attention to whispered reports of monsters stalking the countryside in India and abroad.

He served as an honorary liaison for Spookhouse during its early years and was made a full agent when its charter expanded and the head of field operations Marlon Lepus retired.

Colonel Hapscomb is proficient with all large guns, as well as many more primitive hunting weapons. His energy and high spirits belie his true age; he appears much younger than his years.

Sammy "Haystack" Kayo

Haystack Kayo is a former heavyweight boxer whose shot at the World Championship title was fixed by supernatural underworld interference. He was drummed out of the ring on false accusations of taking a dive. With all other doors closed to him, he joined the Black Nile Fabulon Circus as a masked strongman.

Determined to right the wrongs done to him and others by supernatural forces, he appealed to a fractured tribe of gypsies traveling with the circus to teach him to fight evil with the help of magic. On the condition that he would champion their cause by rescuing the members of their clan held in thrall by a wicked Romanian vampire, they taught him to harness magic forces and link them to his boxing style and weird, monster-specific gloves.

As promised, he liberated the enslaved gypsies and pummeled the dreaded vampire who—due to a split second of hesitation on Haystack's part—escaped, vowing revenge. Haystack Kayo joined the ranks of Spookhouse in 1924.

Despite his massive strength, Haystack is a classic "gentle giant" who befriends all of his fellow operatives. He speaks simply and without deception.

The Spookhouse

Svetlana Lupescu (Dhampir)

Svetlana was born from the union of a vampire father and human mother. Her mother, as is almost always the case, died in childbirth. She has never met her father. Dreaded and shunned by her mother's wealthy family and the small community into which she was born, a kindly household servant spirited her away and carried her to the United States, where she deposited her in the care of Spookhouse agents.

Spookhouse recognized her potential and raised her accordingly. The predatory nature and (albeit faint) nocturnal powers of Svetlana's vampiric side perfectly complement her human loathing of vampires. Lupescu has developed into a hunter with unparalleled potential, but the truth of her origin and clinical sterility of her upbringing has left her somewhat distanced from other team members. She will eventually have to reconcile the warring halves of her nature, but for now is content with the hunt.

Despite her rough childhood and half-monstrous blood, Svetlana faces life with a remarkably positive outlook. Her first ten years spent in Romania still linger in her slight accent, but for the most part, she speaks with an educated, strong, bright voice.

Scat Dazzle

Scat Dazzle was born deep in the Louisiana bayous. He was marked as a special child, a magic child, in the small, voodoo-worshipping community in which he was raised. He was groomed to be a powerful houngan, or voodoo priest, from very early childhood. The practiced mambas and houngans dedicated him to the service of Baron Samedi, a powerful voodoo Loa, a sort of god, when he grew in maturity and power.

Chapter Five

However, he had other ideas. He fell in love with jazz when he was seven. He harbored in his heart the secret dream of becoming a musician, and left for New Orleans the day he turned eleven. Living on the streets, he hung around blues bars and speak-easies, pestering the musicians and working tirelessly until he was more or less adopted by the burgeoning Jazz community. Over the years, he became one of the finest Dixieland trumpeters in the American South.

Despite his efforts to turn his back on the ways of voodoo, his birthright would not be denied. On Dazzle's eighteenth birthday, Baron Samedi violently seized control of Dazzle's body during an onstage jazz performance and forced him to flee the speak-easy in which he was playing, which was firebombed by racketeers immediately afterward. The club burned to the ground. There were no other survivors.

Following the initial manifestation, Baron Samedi appeared to Dazzle more frequently. The services, for which Baron Samedi required Dazzle's body, were variable in nature. More than once, Scat was required to kill. Eventually, Dazzle gained enough control of his faculties to resist Baron Samedi's total control. Their two personalities began to merge somewhat, and now each has some control over the other. Dazzle can summon the Baron at will, but depending on his strength level, cannot always control him.

Baron Samedi

Although sometimes referred to as gods for simplicity's sake, Loa are actually the immortal, archetypal representations of the natural world and of moral principles, such as love, death, war, and the ocean. Baron Samedi is the most powerful member of the Guédé family, and the Loa who represents death. He tells lewd jokes, makes obscene gestures, smokes cigarettes, eats voraciously, and drinks rum.

The Baron is practically a deity, immortal and powerful. Having existed for hundreds of years, his accent shows heavy influence from the Cajun Louisiana that has been his home since the days of early American plantations. Extremely cocky and proud, the Baron can do things no man can do, but he only responds to requests for help if doing so pleases his chaotic moods.

Vincenzo "Icepick" Gasparro

Originally an enforcer for the Ghiberti Family in Chicago, Icepick was betrayed and "sold" to Professor Loathring as an early experiment in Capone's "Frankenmob" scheme. Already a large man, Gasparro became the subject of experimental medical procedures that transformed him into a giant. Horribly scarred and stitched together, Gasparro was found and "turned" to Spookhouse service by Doc Holliday. To this day, he displays fanatical loyalty and protectiveness towards her.

Though technically with the "good guys," Icepick is a dangerous, sadistic killing machine, and his actions are not always predictable. Icepick comes from the "old school" of Italian Mafia. His deep voice booms from his massive chest with a thick Italian accent.

Khen Rigzin

Khen Rigzin is the product of almost a century of martial arts training. Calm and collected, Khen's almost pacifistic nature instills peace in his allies. In Spookhouse missions, he serves as healer, utilizing ancient techniques. When called upon to fight, Khen moves faster than the eye to dispatch opponents with a speed and efficiency that elicits envy from his fellow monster hunters.

Khen is the most quiet, serene man in the agency. His years have taught him to quietly observe and rarely react. He trains the other agents with a calm, soothing voice.

Moloch (demon)

Like many of his fellow Spookhouse operatives, Moloch is an outcast. During the Nepalese Horucide of 1921, Moloch fought alongside the Spookhouse agents. While not allied with Spookhouse, Moloch shared a common enemy: the demon underworld that had cast him out of hell, centuries before. He assisted in the sealing of the portal in the mountains of Nepal, and Spookhouse brought him back to America afterwards to consider him as a potential agent.

During the first two months he spent at Spookhouse headquarters, he filled the entire research library with data that could never have been gathered otherwise. Moloch proved himself lethal in the field. More so than any whom had fought before or after him, Moloch brought the fury of a hell-borne demon upon the foes of Spookhouse. His unnatural appearance limited his deployment to non-urban situations, but in the field, where little or no interaction with the normal human population were expected, Moloch was deployed with monstrous results.

His presence at Spookhouse proved intolerable to some of the older members. They saw his monstrous presence as an abomination of the charter of Spookhouse. Several fled the organization in disgust, including the top monster hunter at the time, Hamilton Killian.

General Seymore Biggs

General Biggs is a general through and through. He comes from a family tradition of military service. He has been a member of the armed forces for his entire life and would have it no other way. Throughout his military career, he has moved up in rank at an amazing rate, proving himself the ideal soldier, willing to sacrifice everything, if it meant the United States would benefit. More than that, his military genius is undeniable.

A few years after becoming a General in 1929, Biggs met Colonel Hapscomb. They have become close friends since, and in 1933, General Biggs officially joined Spookhouse as an outside "agent" in charge of gathering regular troops that will act as cover for Spookhouse, and later deny any existence of supernatural activity.

General Biggs is a traditional general. He has a low gruff voice, and his dialect is very authoritative and militaristic. A man more comfortable with strategizing and giving orders, his social skills are somewhat lacking, especially around someone with whom he is not yet familiar. He compensates by using many of the same types of phrases over and over — phrases that he feels are partially friendly, but do not downplay his authority. For example, he will often be heard saying some form of "Good luck, soldier," or "Good work, soldier."

Cast of Characters

The following are some of the characters with whom the Stranger will interact (and in many cases, have to kill) in order to complete his missions. These are the people and monsters that will never be the same once the Stranger enters their lives.

Alpha Werewolf

(Leader of the Hökkendire Werewolf Tribe)

One of the few survivors of the Hökkendire Werewolf Horucide of 1924, the Alpha has rebuilt his tribe and now seeks out those who had almost killed him and his people.

Attendant

(Concession stand Attendant at the Crescent Theater in Chicago)

A young, pimple-faced gangster wanna-be. He believes that he lives an exciting life on the edge of organized crime.

The Spookhouse

Tommy Smith

A ten-year-old hick from Redeye, Texas, Tommy is the son of Ma and Pa Smith. Young and innocent, Tommy doesn't fully realize that the monsters around him are not make-believe.

Vampire Bride

A young woman partially transformed by Count Voicu into a vampire bride. Awakening from the spell under which she has lived for years, the lovely young Bride is unsure, confused, and nervous.

Chapter Five

Count Voicu (Vampire Master)

The master vampire residing in castle Gaustadt and reigning over the village of Falkenburg. Through several hundred years of dominating the world around him, Voicu's voice, thick with a German accent , and demeanor are that of a powerful master of his domain, originating in the Middle Ages.

Buford Elliot, Farmer

A middle-age, middle-of-the-road farmer from Redeye, Texas. Poorly-educated, his accent is deeply Southern.

Dan Thorpe, Sheriff's Deputy

A rugged but worn-out sheriff's deputy from Chanford, Texas, sent to Redeye to assist during their ordeal. By the time the Stranger finds him, Dan has almost lost all hope and is simply waiting to die.

Bobbi Sue Smith, daughter

Daughter of Ma and Pa Smith of Redeye, Texas, and right in the middle of her puberty, Bobbi Sue is easily distracted from even the most horrific things by the sight of a handsome man.

Mobster Goon

One of Al Capone's hit-men, this goon tracks down the movement of the Stranger as he investigates the events in Chicago.

Journalist

An undercover reporter investigating Al Capone's "monster factory." His associate, who had been carrying the camera, did not escape. Now, all the Journalist can do is get word of his findings to someone on the outside, before he himself is killed.

The Spookhouse

Hamilton Killian (Retired Spookhouse Operative)

After the death of his wife at the hands of a vampire, Killian's heart turned to fire, and an unrelenting hatred of monsters boiled inside him. He served Spookhouse for a few years, gradually becoming less and less stable. His retirement was only partially voluntary.

Having fought alongside his countryman Colonel Hapscomb, Killian commands with the same sort of authoritative British voice. As he descended into madness, that powerful voice becomes more and more frightening.

Ma Smith

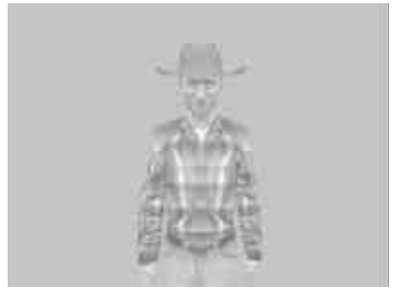
The mother of the only surviving family in Redeye, Texas, Ma Smith is a grating, obese woman who survives the horror with pure bitchiness. Ma's shrill voice warbles from between her fat jowls and grates on the nerves.

Chapter Five

Mayor

(Mayor of Falkenburg, Germany)

Not quite elderly, the aged mayor of the German village resides over the remains of his village, that has fallen under the control of the vicious Count Voicu.



Pa Smith

Hen-pecked husband of Ma Smith, Pa is her complete opposite: very thin and very quiet. Pa only barely contains his disdain for his wife. If her hearing were better, she would have a much better idea of the kind of feelings her husband truly has for her.

Priest of Gardath

(Black Magician)

Having studied from the dreaded Necronomicon and other forbidden texts, the Priest (whose name was once Martin before he changed it to Martinus, and then discarded such mundane things as names from his life) has found the prison of one of the elder gods under the plains of West Texas.

Reverend Jim Maynard of the First United Methodist Church of Redeye, Texas

Having spent his life as the religious guide of the small West Texas town, Jim does not know how to deal with the sudden hoards of zombies that invade his home. Through his faith in God and the liquid courage of scotch, he has survived the initial onslaught long enough to greet the Stranger who arrives to save the town.

Receptionist at Spookhouse Headquarters

Not quite capable, or willing, of taking on the full responsibilities of a Spookhouse agent, the Secretary serves to welcome agents and open the secret door for them. Her most important purpose is to occupy the false office that serves as a front for the hidden headquarters, to prevent any unwanted attention from befalling the agency.

Smiley

The biggest, toughest Frankenmobster under Capone's command, Smiley is a monster who relentlessly stalks the Stranger in Chicago. Smiley remembers his days as a simple Mafia goon. He rose to become the most powerful, and through the medical ministrations of the vile Doctor Loathring, he exceeds all human capability.

Townsmen / Townswomen

(German Villagers)

The frightened occupants of the village of Falkenburg have lived under the oppressive rule of Count Voicu for years. The villagers' primary features are their fear and weariness.

Dixie Buttercup

Barmaid and Whore

The saloon in Redeye, Texas, served many purposes in that small town. Dixie was one of the three employees on staff who had rooms upstairs, for any use a paying customer desired.

Yuri (Woodsman)

Living in isolation in the forest outside Falkenburg, Yuri is one of the few men who could make a life for himself, surrounded by werewolves. The vampires from Castle Gaustadt shunned the woods because of the werewolves, but Yuri can handle werewolves.

Monsters

The enemies of the living are numerous, and the files of Spookhouse are full of information on all but the most obscure denizens of the netherworld. Following are brief descriptions of some of the more common types of monsters Spookhouse has encountered.

Monsters

Drones / Larvae

In eons past, in a time before man rose to power, other ancient races ruled this planet. Now, few traces of their heritage remains. One such vestigial remnant of that nameless race is a subspecies that might have preceded modern insects. Forming a society not unlike a bee hive, these creatures go through a remarkable life cycle. Born as slug-like larvae, the creatures develop into bipedal multi-armed drones of hideous proportions. Their purpose is to protect their queen.

Gargoyles

No written records have survived the centuries to explain the original intent of the grotesque forms of the stone gargoyles. In these modern times, gargoyles are considered little more than decoration, but from deep in their past, their true nature remains. By carving the visage of evil upon stone, man has invited that evil to enter the stone. When demons inhabit the art of man, the results can terrify, allowing the stone to live.

Ghouls

From the farthest depths of evil, Ghouls rise to deliver terrifying destruction to mankind. Their bestial forms are virtually immune to damage, and no mere mortal can hope to kill them. Possessing dark intelligence, Ghouls attack quickly and lethally, shrugging off wounds that would stop any natural creature. They know that humans fear them utterly, and they enjoy the terror they inspire.

Monsters

Imps

More pesky than dangerous, imps are the snickering cousins of gremlins. The squat, red creatures revel in causing havoc and disturbing otherwise peaceful people. Rising from the grey pits surrounding hell, imps seek out and torment hapless victims. Sometimes their actions prove hazardous, but usually they merely annoy and frighten.

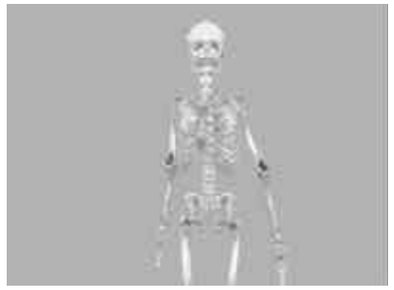
Mobsters

Normally, members of the Mafia would not be referred to as “monsters.” But once they've been shredded by a tommy gun, re-assembled and re-animated, these FrankenMobsters no longer qualify as humans. The result of a lifetime of research by Doctor Enric Loathring, these undead hitmen served Al Capone during the waning days of Prohibition.

Sentinels

Summoned from a darker realm, sentinels are the tools of one who masters great power. These massive, winged fiends can be sent anywhere to do the bidding of their master. Their shape is hideous, their odor foul, and the leathery flapping of their wings drives men mad with fear.

Monsters

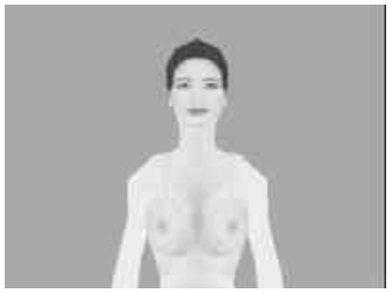


Skeletons

Sometimes, the dead simply do not stay still. In some cases, they become zombies, but their flesh eventually rots away. Those bodies raised by the darkest evil will continue to function regardless of the absence of muscle and flesh. Driven by spirits summoned from the darker realms, these bodies will eventually decay into bare skeletons. They can be shattered, but the forces holding them together will eventually collect the parts into a whole again.

Succubus

Succubi are diabolical female demons who ensnare men with supernatural beauty and hypnotic eyes. Any man too weak to avoid their temptation is drained of his blood and life essence. But even men with enough resolve to flee can rarely escape once the succubus shows her true, demonic form.



Chapter Six

Vampires

Perhaps one of the most ancient of monster myths is that of the vampire, creatures that subsist on the living blood of human victims. Along with superhuman strength and the ability to transform into a variety of forms, vampires seduce their victims with powerful hypnotic forces. Stunned, the hapless victims cannot flee once the monster has penetrated their minds.

Monsters

Vampire Brides

When a vampire chooses, he can take a woman as his bride. He takes her blood and replaces it with his own. The woman becomes a vampire, and her mind is linked directly to her master's. She becomes his obedient servant and toy. To protect him, she will fight to the death, using the charms of her immortal beauty to lure unwary men to their deaths.

Werewolves

These creatures from legend have existed for thousands of years. The origin of the werewolf is shrouded in myth and speculation. Once human, these beasts have acquired the essence of the wolf, which causes them to transform into half-human, half-wolf creatures capable of feats of fantastic strength and speed. Large tribes still roam the countryside in Europe, Asia, and Africa.

Zombies

They once walked the earth as normal human beings, and they died as all men must die. But for these soulless creatures, death could not contain them. They rose from their graves and now walk the earth as undead zombies. Summoned by powers beyond mortal comprehension, zombies exist only to feed on the flesh of the living. They wander mindless and unfocused until they detect the scent of living blood.

Troubleshooting

Q: Nocturne displays an error message after loading the level

A: Turn off 3D acceleration from the Graphics Options Menu.

Q: Does Nocturne run on Voodoo2, Voodoo Banshee or Voodoo3?

A: 3Dfx has promised a driver fix for Voodoo Banshee and Voodoo3 that will allow Nocturne to run in 16bpp mode. We do not recommend using Voodoo2, since it is not an AGP card.

Q: Can Nocturne run in software rendering?

A: Nocturne runs very well with software rendering. Select 32-Bit Mode from the Graphics Options Menu. If your computer's clock speed is less than 500MHz, you may wish to run Nocturne in 512x384 or 320x240 mode. Nocturne automatically detects the optimal screen resolution for your computer. Screen resolution may be changed from the Graphics Options menu.

Q: The game runs but all I see are shadows. What gives?

A: You probably have a TnT or TnT2 based card. Download the latest reference video drivers from NVidia's web site.

Q: I want to run higher resolutions than 640x480.

A: You need 32MB on your video card. 32-bit color requires plenty of video memory.

Q: 1280x1024 mode runs slow.

A: This mode only runs fast enough on Matrox G400 or ATI Rage 128 video cards.

Q: Nocturne exits to the desktop when I run it in 512x384 mode.

A: Don't run 512x384 mode. Some older video cards don't support this mode.

Troubleshooting

Q: The game says that I have less than 200MB of Virtual Memory free. How do I fix this so that Nocturne runs best?

A: Select Control Panel, then System, then Performance, then Virtual Memory.

Q: Game gives an error message saying that you're out of memory.

A: You need more virtual memory. See previous Q&A for how to change your virtual memory settings.

For further assistance, please view the README.TXT file in your Nocturne directory. If you still need assistance after reviewing the file, contact Tech Support:

Address:

P.O. Box 565032

Dallas, TX 75356-1202

Phone:

214.303.1202

Hours:

9am to 9pm CST, 7 days

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